

Mr. Giansante



Visual Basic

Friends Manager

August 2016

Friends Manager

Learning Objectives:

To learn about some simple Visual Basic Controls: Buttons, RadioButtons, ComboBoxes, Labels, MenuStrip, MessageBoxes.



Design a Visual Basic program that allows a user to view three items of information about eight different people (possibly your friends).

Use three **Label** Controls to display the information about each person.

The user should be able to choose a person by using:

- One of eight **Button** Controls
- A **MenuStrip** Control
- A **ComboBox** control
- One of eight **RadioButton** Controls

Note: When a Friend is selected using one method, then the other methods should be updated. For example, if a friend is selected using the menu, then the RadioButton with the newly selected friend should be the one selected and the ComboBox should display the newly selected friend.

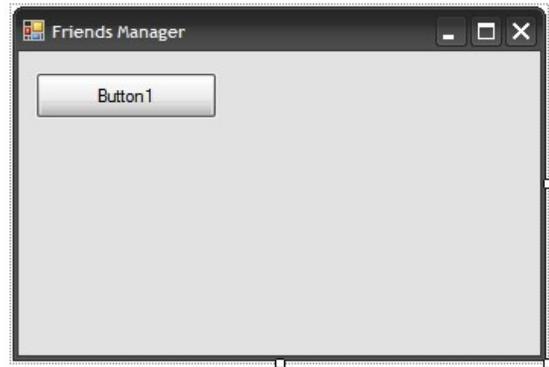
Step by Step

When you start Visual Basic, you should be presented with a fresh **Form**.

If the Properties Window is not showing, press [F4].

Change the **Text** property of the **Form** to "Friends Manager". This text will appear in the the "top bar" of the Form.

Add a **Button** control to the Form.



Add seven more Button controls to the Form.
Note: Only five are shown in this example.



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Add three **Label** controls to the Form.



Select the first Button control (ie. click on it once).

If the Properties Window is not showing, press [F4].

Change the **Text** property of the Button control to the name of your first friend.

You might also want to change some of the **Font** properties.

Repeat the above for the seven remaining Button controls.

Select the first Label control (ie. click on it once).

If the Properties Window is not showing, press [F4].

Change the **Text** property of the Label to be empty (ie. erase what is there).

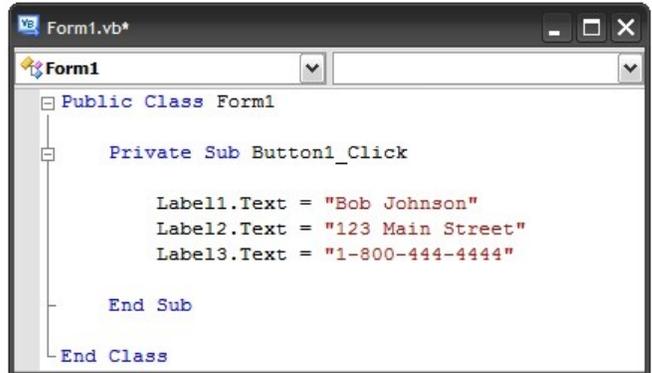
You might also want to change some of the **Font** properties.

Repeat the above for the two remaining Label controls.



Double-Click on Button1 in order to bring up the Code Window.

Type in the following code ...



Repeat the above for each Button Control (ie. for each of your 8 friends).

Run the program by pressing [F5].



Save your Project.

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Adding RadioButtons

Draw eight **RadioButton** controls on the Form.

Select the first RadioButton control (ie. click on it once).

If the Properties Window is not showing, press [F4].

Change the **Text** property of RadioButton1 to the name of your first friend.

Repeat the above for the seven remaining RadioButton controls.

Select the RadioButton you want to appear as the default (probably the first one).

Change the **Checked** property of that RadioButton to **True**.

Double-Click on RadioButton1 in order to bring up the Code Window.

Copy the code from Button1 (three lines) into RadioButton1.

Note: There is a better way to accomplish this, but we will explore that later as it involves slightly more complicated coding.

Repeat the above for the seven remaining OptionButtons.

Adding a Menu

Add a **MenuStrip** control to your Form.

Note: It will appear at the top of the Form as a lightly-colored bar.

Click on the bar. The following will appear ...



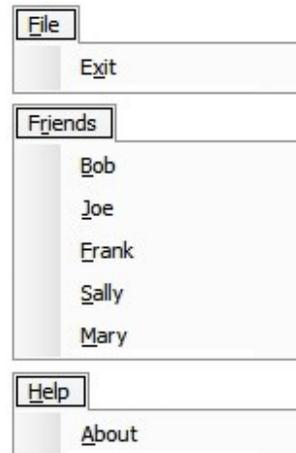
Type the word "&File"

Note: The "&" symbol indicates that the letter following it will be underlined.

As you do this, two additional "Type Here" areas will appear. This allows you to add items to the current menu (below) or create a new menu (to the right)



Your completed menu should look like this:



Friends Manager

Please fill out all the information in this column using a pen before getting this assignment marked.

Name

Date

Class

Academic Honesty

The work I am submitting is completely my own creation and has not been copied from anyone else's work. If I have received help on this project, the names of those who have assisted are listed below.

Signature

Pre-Marking

The following people have pre-marked this assignment: (minimum of two)

Deductions

Each which is checked indicates the item was not satisfactory and results in the loss of one mark.

Deduction for late assignment is 1 mark per day.

Deduction for program crashing is 2 marks.

User Interface

- Appropriate Text in Title Bar (Form.Text)
- Separators and Access Keys in Menu, Capitalization
- "Exit" DialogBox meets requirements
- "About" DialogBox meets requirements
- Efficient and Esthetically-Pleasing User Interface
- Appropriate controls are used
- Spelling and Grammar are correct

Code / Programming Style

- Variables are declared and logically named
- Code is commented where appropriate
- Code is indented and spaced to show
- Code is efficient

Work Ethic / Problem Solving Skills

- Problem Solving Skills are demonstrated
- Makes Productive Use of Time
- Only Seeks Help when Necessary

Program-Specific Criteria

- Can view information by using Button Controls
- Can view information by using ComboBox
- Can view information by using Menu
- Can view information by using RadioButtons
- Initial value appears in ComboBox and RadioButton
- Cannot type in ComboBox

Comments

Mark _____ / 10